

A53 THE BANK JOB

MEDIUM / 6+ SURVIVORS / 180 MINUTES

A Scenario by Luca Andena

I used to know this guy who was a weapon dealer, making a lot of money by selling unique "items" to very motivated (and rich) customers. Well, I don't think he's gonna make much of all that money now - but I guess we could really help some extra punch when dealing with the Zombies. One of his best pieces is stored in a lockbox at the Michaels Bank. Normally breaking in would be a very dangerous task, but now is not so different from what we are doing every day. I always wanted to rob a bank.

Material needed: Season 1, Angry Neighbors, Toxic City Mall
Tiles needed: 5M, 10R, 11R, 4B, 2C, 1B, 3M, 3C, 2M

OBJECTIVES

- **Find the code.** Take the Blue Objective.
- **Reach the Control Room.** Take the Green Objective.
- **Enter the vault.** Take the Red Objective.
- **Get out of here!** Reach the Exit Zone with the remaining Survivors.

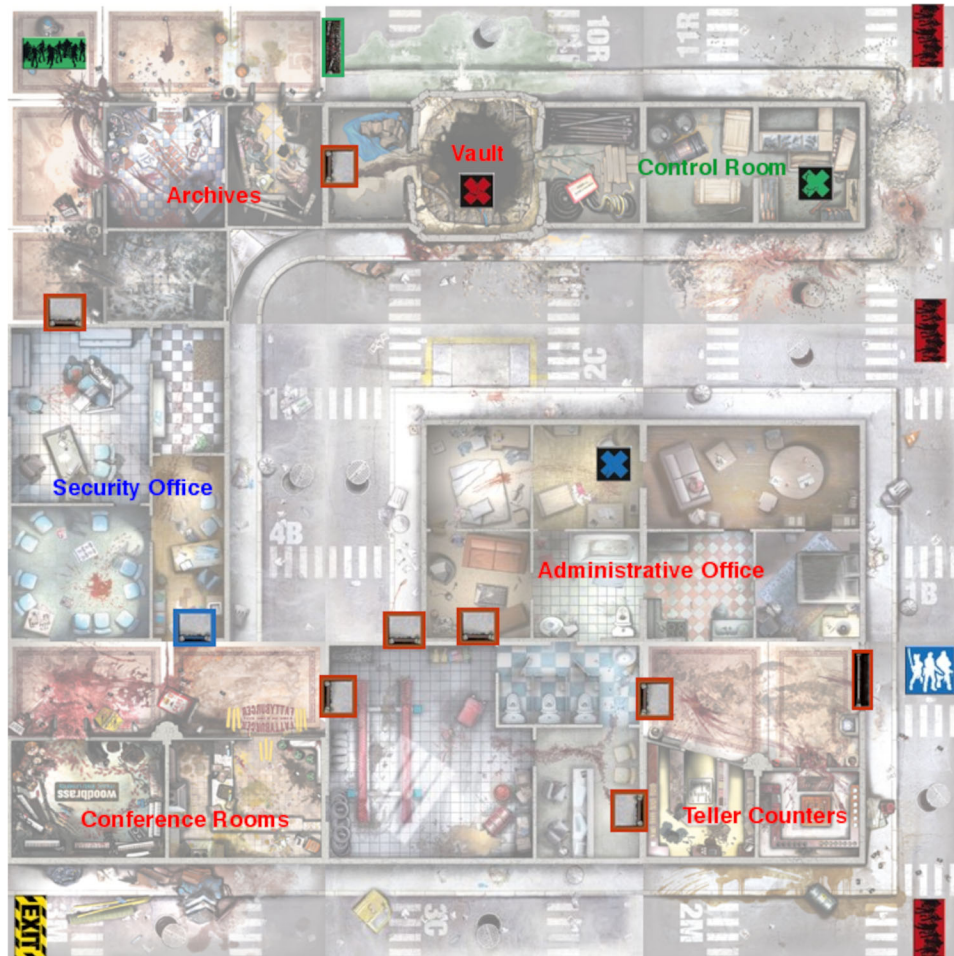
SPECIAL RULES

- **The Security Office.** To enter the Administrative Offices section, the coded door must be opened. This requires the numerical code which can be found on the remains of the Security Chief. The Survivor who takes the Blue Objective gains 5 experience points and can open the Blue Door at the cost of 1 Action.

• **The Control Room.** The floor above the vault has collapsed. More importantly, the lockboxes can't be forced open. The only way to obtain what's inside is to reach the Control Room and release all the locks, by taking the Green Objective (5 XP). The problem is, by doing so also the door leading to the basement opens, and the zombies downstairs will climb up to see what is going on: the green Spawn Zone is now active. The large green service door opens as well. The Survivors can use it to leave the bank without the need to go all the way back to the main entrance. However, the zombies will also come this way from the road now.

• **The Vault.** The Vault can be reached by climbing down the Hole Zone. If the Control Room has been activated a Survivor can now take the Red Objective (worth 5 XP) and claim his prize: he can search the Equipment deck for any Ultrared weapon of choice. Afterwards, reshuffle the Equipment deck.

A Survivor can take an Objective only if there are no Zombies in that Zone.



This scenario was inspired by the eponymous mission in the videogame *Dishonored: Death of the Outsider*, developed by Arkane Studios and published by Bethesda Softworks.